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PROCESSING SYSTEM AND INFORMATION
PROCESSING METHOD**

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(71) Applicants: **NINTENDO CO., LTD.**, Kyoto (JP);
GAME FREAK Inc., Tokyo (JP)

(57) **ABSTRACT**

(72) Inventor: **Koji KAWADA**, Tokyo (JP)

A non-limiting example game apparatus includes a display device, and a card display screen including an image of a card object is displayed on the display device. The image of the card object is constituted by a character image arranged in the front most and a composite image that is arranged at a back thereof, and with the composite image is obtained by combining a color change image, a background image and a pattern image. The color change image includes a plurality of polygons, and a color of each of vertices is set so as to cyclically change according to an attitude of the game apparatus and respective vertices positions of the plurality of polygons. The color change image and the background image are combined with each other, so that brightness of the background image cyclically changes according to the color of the color change image that cyclically changes.

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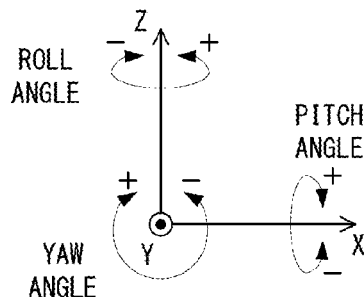
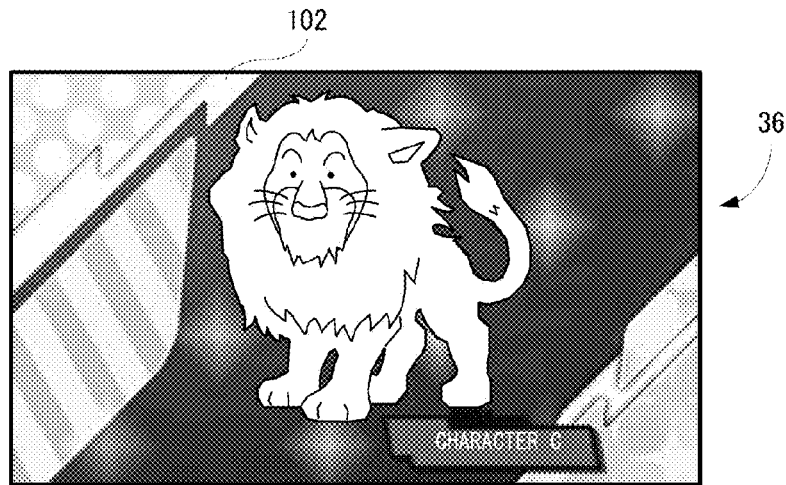
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CARD DISPLAY SCREEN 100



**THREE-DIMENSIONAL COORDINATES
SYSTEM SET IN GAME APPARATUS**